

Jean-Pierre Gary

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Brooklyn, NY.

Stink Studios

Dec. 2014 - Present

Technical Director

Leads and resources multiple technology teams across projects; developed systems and tooling for improved workflows toward best practices across departments; collaborates closely with clients, strategy, and design teams to understand objectives and communicate capabilities. The role includes being hands-on from pitch to post-launch, including tasks such as prototyping, architectural and sprint planning, code contribution, and documentation. Projects have varying technology stacks depending on the client's needs.

HUGE

Oct. 2013 - Nov. 2014

Design Technology Lead

Tasked as a Technology liaison between the UX and Technology Departments. Reported to the UX Department VPs, and worked across differing projects on concepting and developing cutting edge technical solutions for exclusive experiences. Built sophisticated prototypes for user testing, and built elaborate style guides as source code deliverables for clients.

Thomson Reuters

July 2012 - Oct. 2013

Design Tech Director

Worked closely with a small team in building reuters.com entirely from the ground up. Reported directly to the Design Director, and staffed an international team located in the UK and US offices. The Design and Technology team was tasked with developing the most sophisticated user interactions of the .com and iOS apps; as well as generating bespoke advertising experiences. Managerial responsibilities included resourcing and mentoring developers as well as sprint planning. Developmental tasks included prototyping, generating tools for workflow efficiencies and features across brand products and marketing.

Stink Studios

Dec. 2010 - July. 2012

Senior Developer

Joined the NYC office as the 3rd hire, and helped to expand the office to over 15. Worked across all development projects both in managing freelancers and full-time staff; as well as a development lead. Directly involved with client pitches, prototyping and full-stack development of campaigns, applications, and microsites for international brands. Partnered with award-winning agencies, and directors.

Noise New York

Oct. 2007 - Nov. 2010

Interaction Designer » User Interface Director

Awards

Cannes Lions (x2), Webby's (x7), Awwwards (x3),
One Show (x2), FWA (x10), D&AD (x3) Communication Arts (x2) Clío (x1)
Sites showcased on google.com homepage (x2)

Publications

Designing News: Changing the World of Editorial Design and Information Graphics (2013)
Communication Arts Interactive Annual (2016)

Exhibitions

Ars Electronica Center, Linz Austria (2007)

Certifications

Scrum Certified (2017)

Skills Abridged

Frontend

Javascript, Vanilla, React, Vue, WebGL, Shaders, ThreeJS, Pixi, SVG, D3, Webpack, CSS SASS, Stylus.

Backend and Databases

NodeJs, Python, Django, Mongo, GraphQL.

Architecture/ APIs

AWS, GCP, Serverless, Distributed Systems, Wordpress VIP, Contentful, Shopify, IBM Watson, JAM Stack.

Other

Swift ARKit, SceneKit, Wordpress, Drupal, Arduino. Photoshop, After Effects, Cinema 4D, Sketch, Illustrator.

Interests

Golang, Natural Language Processing, Elastic Search, Machine Learning Models.

Education

Parsons School of Design

MFA in Design and Technology
(3.9 GPA) 2005-2007

Earlham College

BA in Psychology and Studio Art and
Minor in French 2001-2005

Selected Client List

AT&T
BBC
Diageo Brands
Equal Justice Initiative
Facebook
FX Network
Google
Gucci
Guardian Life Insurance
Harvard Business Review
Intel
J.P.Morgan and Chase Bank
Reuters
Spotify
Sony
Thompson Hotels
Vice
Vitamin Water
The Wall Street Journal
Yahoo!